TOTAL WATERPOLO ARENA

-MATCH REPORTING-

LOGIN INTO TOTAL WATERPOLO ARENA

1. Go to arena.total-waterpolo.com

2. Enter your email and password

3. Click on the Matches (left sidebar)

4. Find your match and click on **Log** next to your match

ADD PLAYERS

1. Click *Select Player* next to a number of his cap for this game
2. Start typing players name AND/OR just click on the player from the dropdown menu

NOTE: If you wish to remove a player, just click the X on the right side of that player's field

ADD COACHES

1. Click **_Select Home/Away Head Coach_** (each team can have only ONE head coach)
2. Start typing coach's name AND/OR just click on the coach from the dropdown menu
3. Click **_Select Home/Away Assistant Coach_** (you can add all the people sitting on the bench)
4. Start typing coach's name AND/OR just click on the coach from the dropdown menu

ADD OFFICIALS

1. Add all Officials in the same manner as players/coaches

CLICK SAVE GAME LOG

It is **very important to click the Save Game Log** button once you have added all the participants.
(don't worry, you can change anything later if you made some wrong inputs)

Once you have added all the participants, it is time to start creating game events :)

START THE GAME

To enter the event creating interface **click on the gray arrow in the bottom right corner of your screen (Game report).**

Game log screen
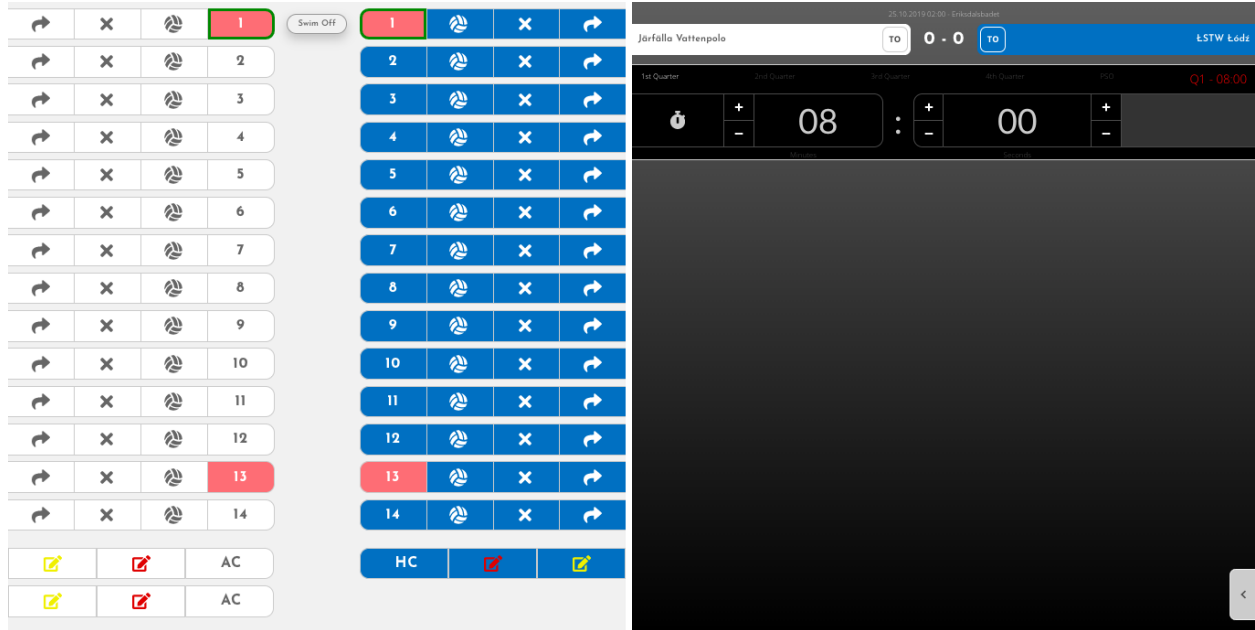
Game report screen (you can adjust your browser zoom according to your preferences)

IMPORTANT! CHECK THE GOALKEEPERS AND SWITCH QUARTERS

Players are preparing for the swim off, an ideal situation for you to check out which goalkeepers are starting the game. This is very important because the system registers saves only to the active goalkeeper.
Active goalkeeper has a green outline on his number (1 or 13).

The **number 1 is automatically activated**; to activate another goalkeeper just click on number 13.
Of course, you need to change the active goalkeeper every time a coach makes the substitution.

NOTE: **Check goalkeepers before the swim off in every quarter** (and don't forget to switch the quarters). In most cases coaches tend to change them during breaks.
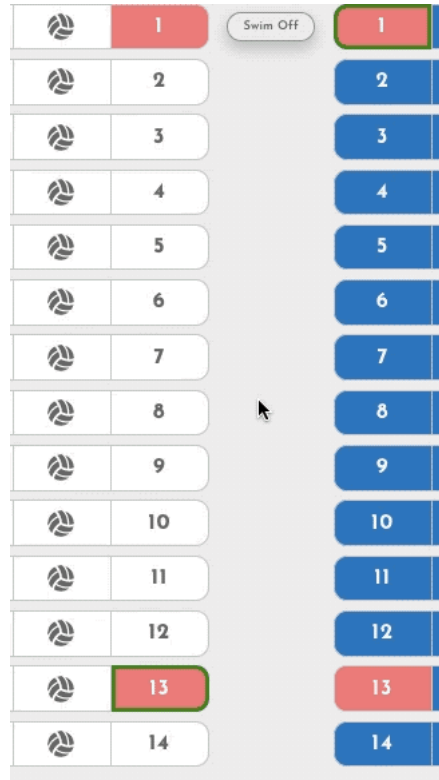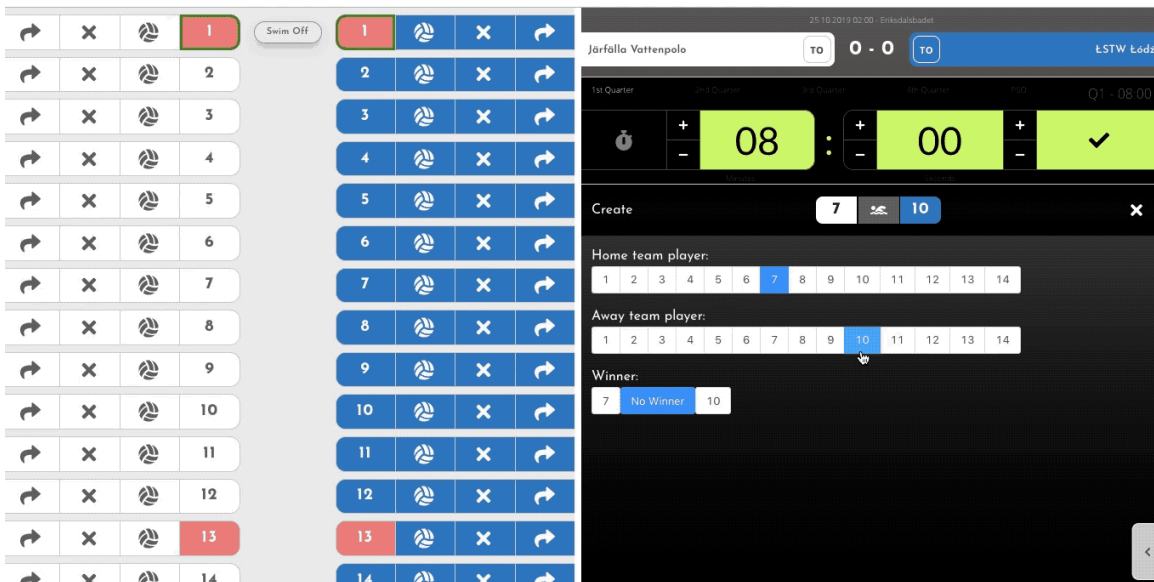
After you have confirmed the active goalkeepers it is time to start the game with the first event and for every water polo game that is swim off.

SWIM OFF

1. Every quarter will automatically start with a swim off event

2. Click on the **home and away numbers** who are swimming for the ball.
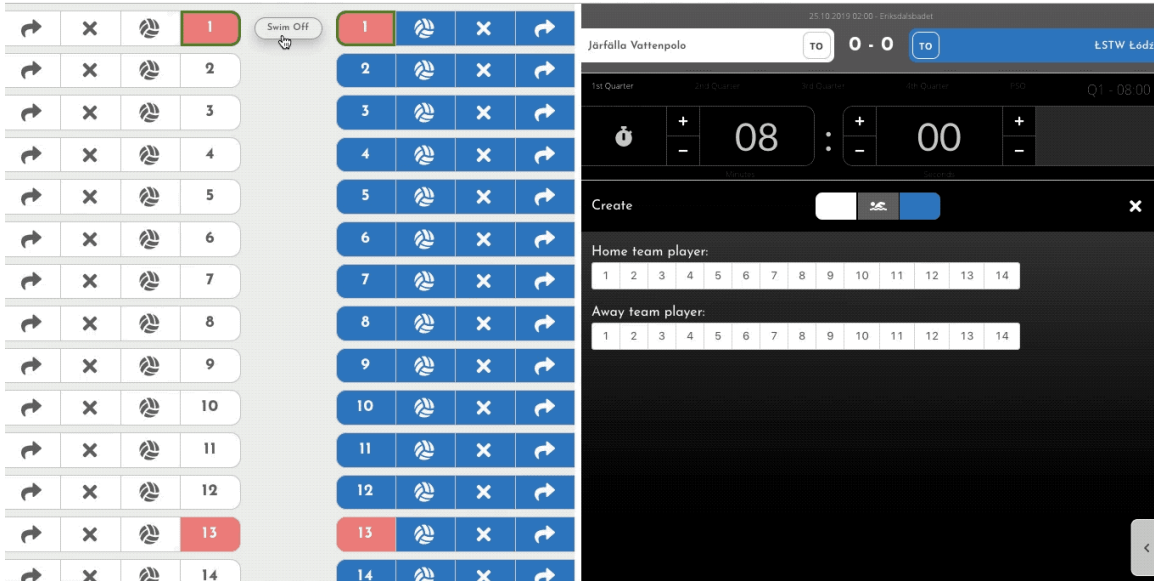
3. Click the *winning number* and *confirm* the event by clicking a *big green checkmark*

NOTE: In the case where the referee whistles the ball for one team before the players reached the ball, you will pick a player from that team as a winner, since the other player/team didn't execute a swim off in a proper manner.

Only in the case of **"one on one" call**, you will select *No winner* as a swim off outcome.

Great, you have created your first Event!

Every event you create will be visible and available for edit/delete in the Event list.
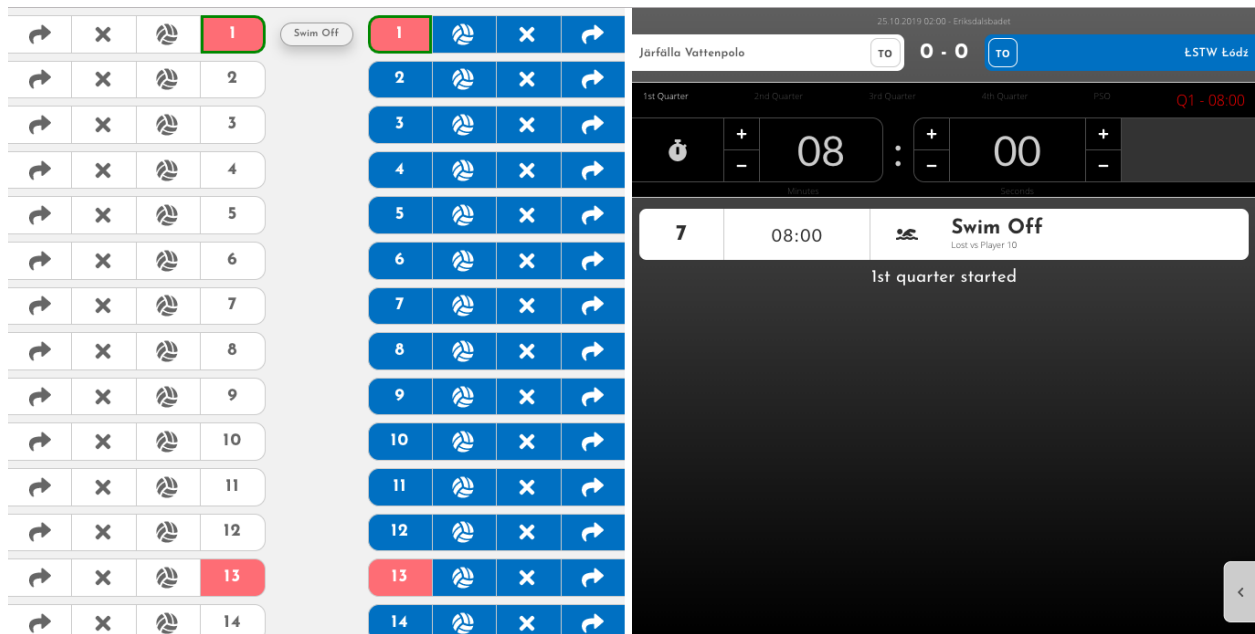
START THE CLOCK

You can start and stop the game time by clicking on the Stopwatch icon.
NOTE: The clock will automatically run in the background during most events you are creating. The actions that stop the clock are clicking on the Goal button (you will see below), creating a Penalty event, creating a Brutality event and creating a Timeout event. After these events, you need to start the clock manually by clicking the Stopwatch icon
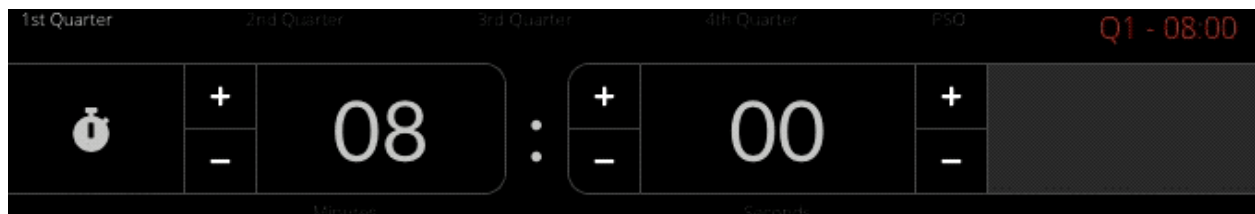
Once you've started the clock we can move on to some real water polo :)
Let's start with the simpler ones that make coaches go crazy….

TURNOVER

The third most common action in water polo is some type of a turnover. Either the player made a bad pass, offensive foul or the opponent stole the ball, this is very often a decisive factor in close games. That is why we made it one of the crucial parts of Total Waterpolo Arena. Here are the possible situations and how to register those events.

LOST BALL / OFFENSIVE FOUL

1. Click on the **Turnover icon** dedicated to a player that lost the ball/team possession
2. **Confirm** the event by clicking a **big green checkmark**
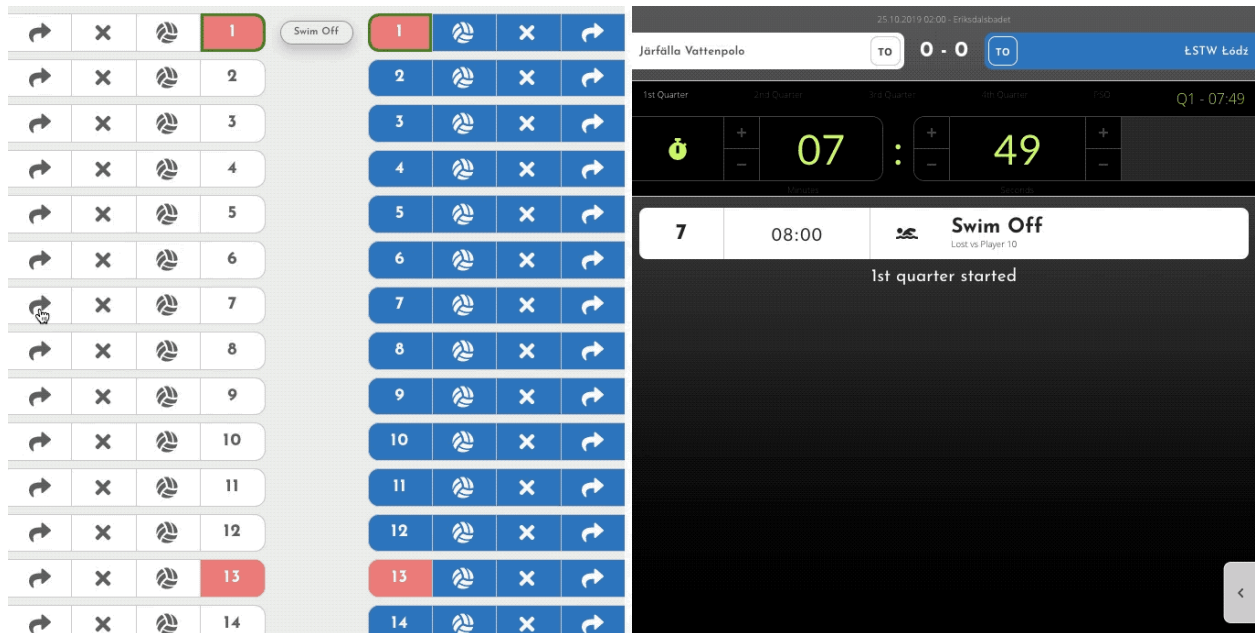
These are the situations where the attacker makes a *bad pass* which results in change of ball possession (not interception for a defender), *shot clock violation* or makes an *offensive foul* (most common on center forward position).

STOLEN BALL
1. Click on the **Turnover icon** dedicated to a player that lost the ball
2. Click on the **number who has stolen the ball**
3. **Confirm** the event by clicking a **big green checkmark**
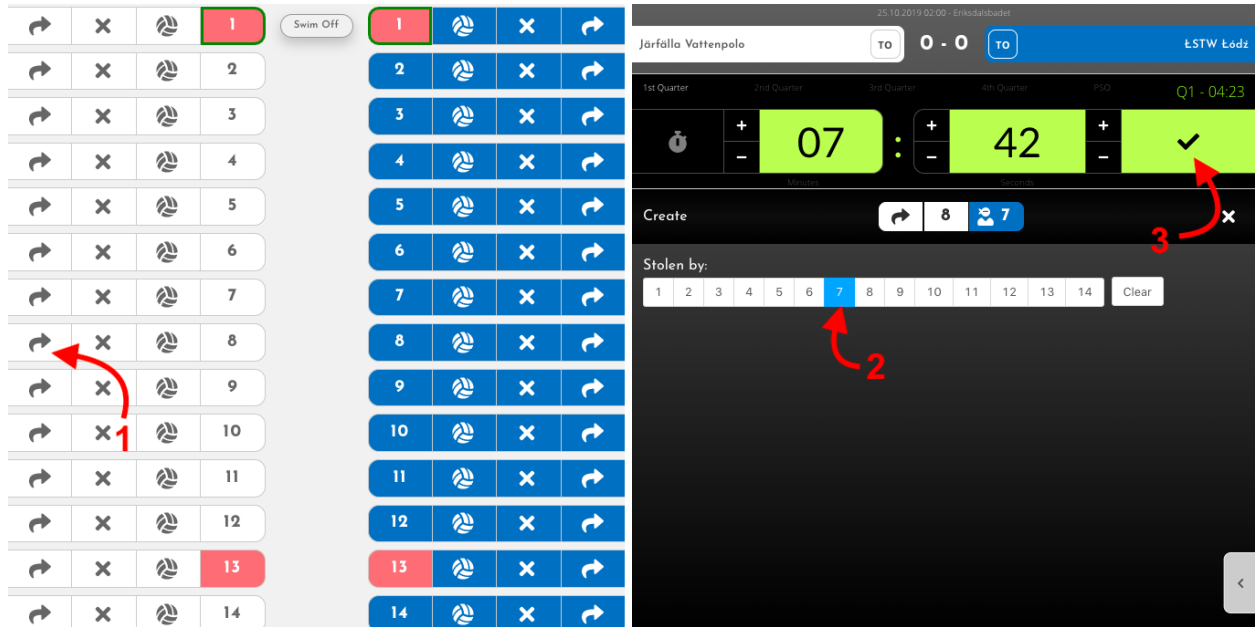
NOTE: The most common situations for this event are when the defender intercepts the passing (that interception must result in a gained ball possession) during the power play or zonal defense or takes the ball without making a foul (either on center or outside positions).

The most confusing situation is in the zonal defense when the ball is passed to a 2m position and the defending team takes the ball. The doubt you will have is that a lost ball (bad pass) or stolen ball. Trust your guts :) Try to detect the intention of the defender who collected the ball.
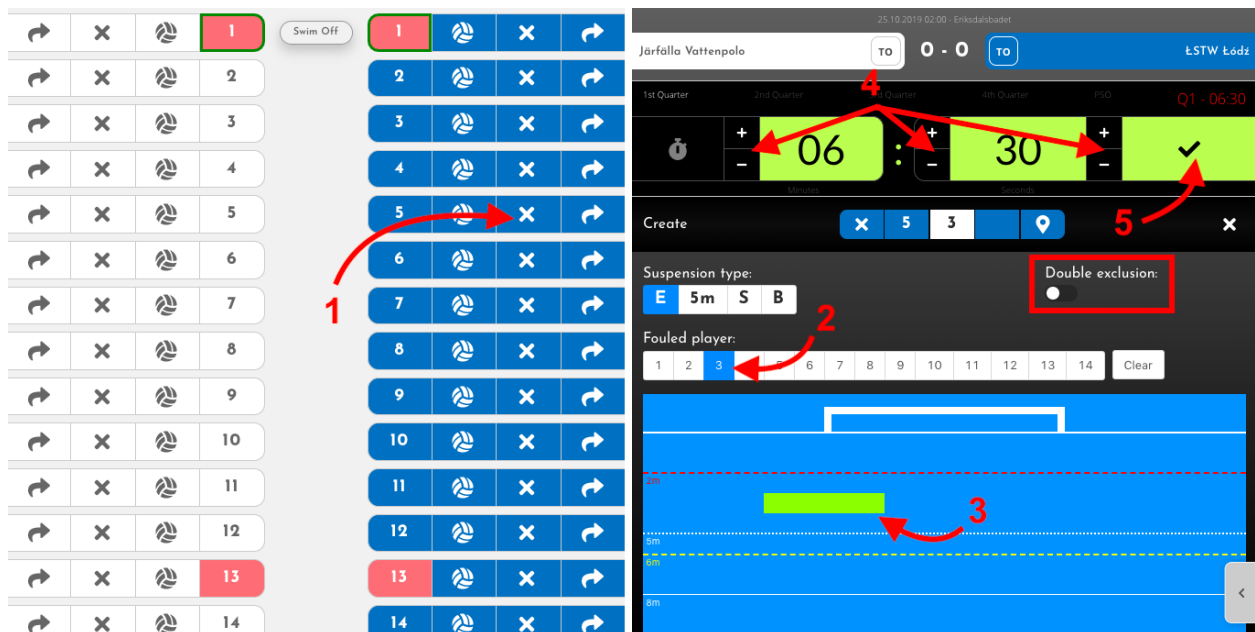
EXCLUSION

There are 4 possible types of Exclusion events:

REGULAR EXCLUSION
1. Click on the *Exclusion icon* dedicated to an excluded player's number
2. Click on the **number who extorted an exclusion**
3. Click on the **place on the field** where the event occured
4. Adjust the clock
5. *Confirm* the event by clicking a *big green checkmark*

DOUBLE EXCLUSION (click when players from each team are excluded at the same time)

Example: B5 exclusion on W3

PENALTY (5m)

1. Click on the *Exclusion icon* dedicated to an excluded player's number
2. **Click on 5m icon**
3. Click on the **number who extorted an exclusion**
4. Click on the **place on the field** where the event occured
5. Adjust the clock
6. *Confirm* the event by clicking a *big green checkmark*
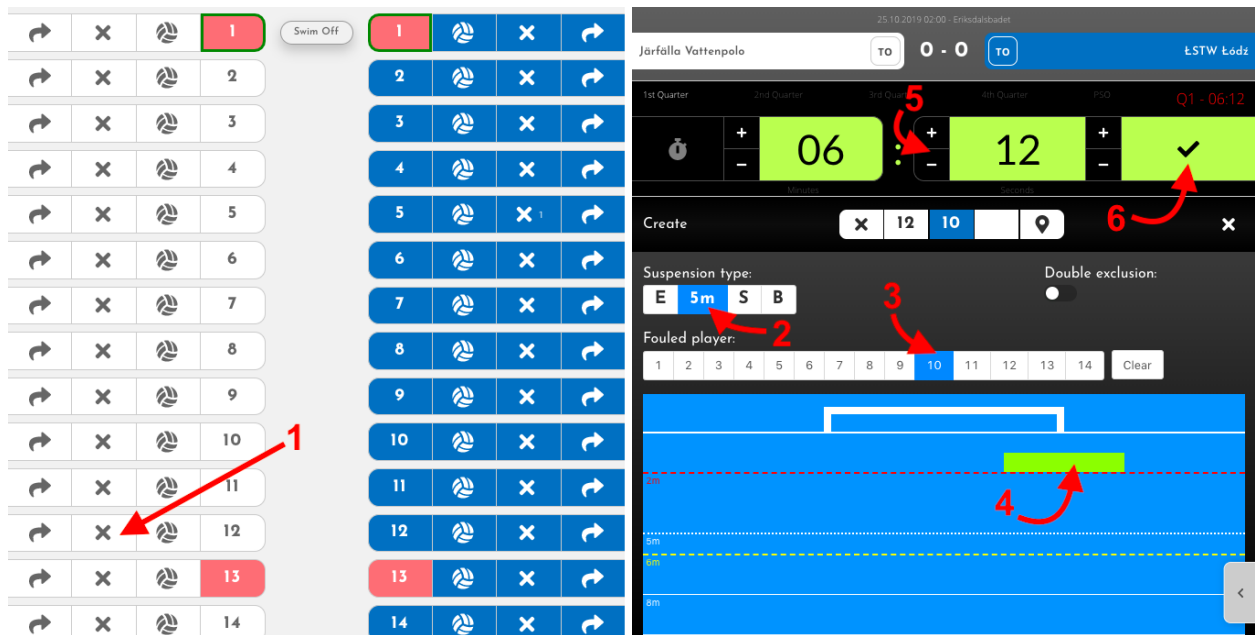
SUSPENSION (EXCLUSION WITH SUBSTITUTION)

1. Click on the *Exclusion icon* dedicated to an excluded player's number
2. **Click on S icon**
3. Click on the **number who extorted an exclusion** (no need to click anything if there is no opponent involved)
4. Click on the **place on the field** where the event occured
5. Adjust the clock
6. *Confirm* the event by clicking a *big green checkmark*

BRUTALITY (EXCLUSION WITHOUT SUBSTITUTION)

1. Click on the *Exclusion icon* dedicated to an excluded player's number
2. **Click on B icon**
3. Click on the **number who extorted an exclusion** (no need to click anything if there is no opponent involved)
4. Click on the **place on the field** where the event occured
5. Adjust the clock
6. *Confirm* the event by clicking a *big green checkmark*
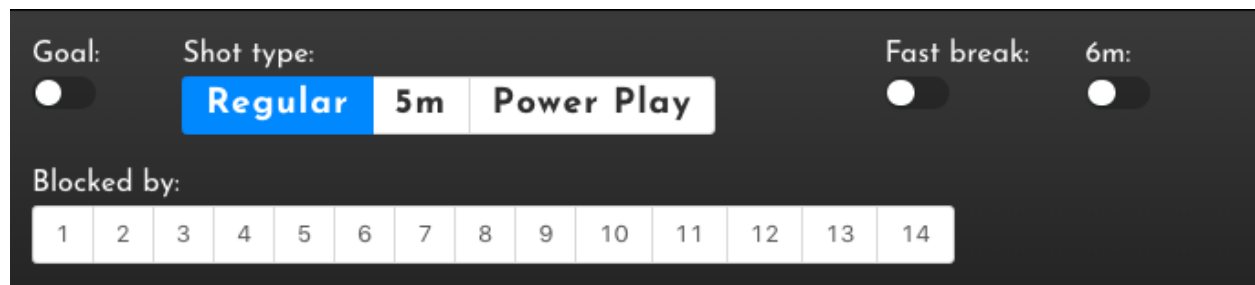
SHOTS / GOALS

1. **START THE EVENT BY CLICKING THE SHOT (BALL) ICON** dedicated to the number of the player which took the shot.

2. **DETERMINE THE SHOT OUTCOME AND SITUATION**

- Only in case of a **GOAL**, you need t**o click the goal button**. (then you will have an Assistant option)
- Only in case of a **BLOCKED SHOT**, you need to **select the player which blocked it.**
- **5m (penalty)** is pretty clear :)
- If the shot was made from a **fast break (counter attack)**, you need to **click the Fast break button**.
- If the shot was made **directly from foul** outside of 6m line, you need to **click the 6m button**.
- If the shot was made **during the powerplay**, you need to **click the Power Play button**.

NOTE: Keep in mind, that there is a possible situation that the shot was blocked during the power play in counter attack situation (lucky those are really rare :)). But there will certainly be some situations with more combinations.

3. **SHOT POSITION**
   You need to **select a shot position for every shot**, except 5m (penalty).
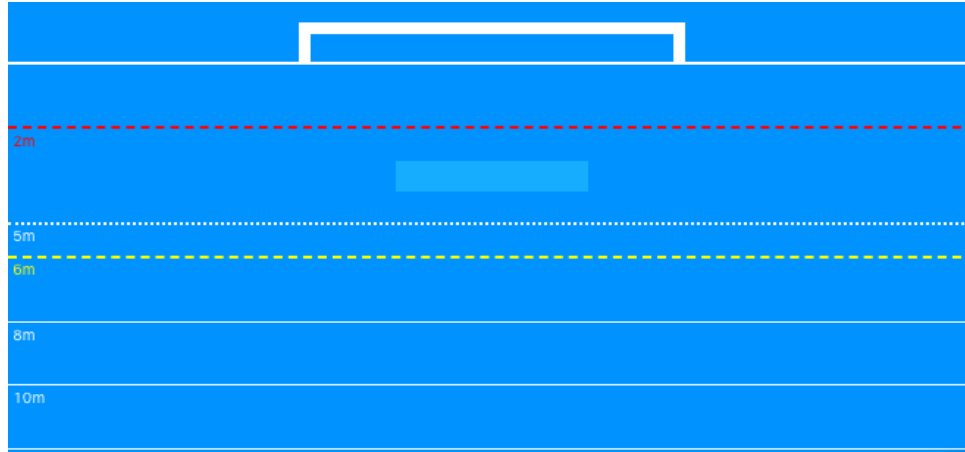
4. **SHOT DIRECTION**
   For every shot you need to select the direction of the shot.
   This is very important because it makes a difference between Missed and Saved shot.
   It also provides Save stats for the goalkeepers.

5. **REMEMBER TO ADJUST THE TIME AND CONFIRM**

YELLOW/RED CARDS

1. Click on the *yellow/red card icon* dedicated to the coach who received it (scroll down the team numbers section to reach the coaches)
2. *Confirm* the event by clicking a *big green checkmark*

TIMEOUT

1. Click on the *TO icon* near the team that called timeout
2. *Confirm* the event by clicking a *big green checkmark*

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